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Dear Sega Customer:

The following are some "Helpful Hints" for Quartet.

Sound Test:

To use the "Sound Test" feature in the title screen, push the pause button four times and press button number one on the second player control pad. Now use control pad number one to choose the sound by moving the control pad up and down.

Wide Beam Option:

To enable Mary to have a "Wide Beam" in the title screen, hit the pause button on the Power Base fourteen times then number one on the control pad.

Round Four:

Shoot the creatures as you fly along the top level of the screen. Be sure to watch your back!! When you see the Warp Door, exit and return to the grey screen. Proceed to the left carefully shooting the creatures on the five steps awaiting you. Take them on one by one.

When you have taken on all the creatures then return to the Warp Door to the right guarded by a snail. This Warp Door will bring you back to the blue level. Proceed to the left staying on the top portion. Along the top here, the star will appear. Get the star and stay on the top level. Watch out for the skull and the flying balls as you get closer to the Warp Door and the Exit Door. Go towards the bottom to avoid the balls then make your way up to the Exit Door. Watch those balls!

Round Five: (Gold and Blue Room with vases)

Go towards the right making your way along the top portion. The clock is located a ways down on the bottom of one of the platforms. Get the clock and proceed to the Warp Door guarded by the snail. Jump and shoot snail at least six times. Proceed through the Warp Door.

You will enter a blue background screen. Get the jet pack located on the other side of the brick wall which is to the left on the bottom guarded by a moving skull. Shoot away the top bricks where the skull is. Shoot both sides of his den. Staying on the top portion the star will appear just on the left side of the top portion of the den. About five bricks down from the top. Get the star and keep flying on the top portion going left. Fight the creature located all the way down to the left just above the exit door.

Shoot the creature twelve to fourteen times. You have hit the creature when you hear a metal sounding "ting". All other shots don't count. Make your way to the Exit Door after you have taken out the creature. You will need to shoot out the bricks then enter.

Round Six:

Now your in the screen with a grey and red background. Make your way right. Get the jet pack which is hanging in mid-air. Stay on the top portion of the screen and enter the Warp Door at the far top right.

You will enter a rainbow colored room. Go to the left. There is an extra jet pack located here on the top shelf. Fly along the bottom at first flying and shooting at the creatures.

Take out the rotating creature thats gold and flies in a circle. Proceed to attack the skull while going towards the right. Go all the way down to the Warp Door and Exit Door. Fly along the top portion going left. Shoot the colorful creatures that are vertically attached to the wall. There are two sets of them. Keep going to the left and exit at the bottom corner at the far left Warp Door. You will enter a very colorful room. Shoot the colorful creatures to get the key. They are vertically attached. Shoot the top portion of the creature to get the key. Theres an extra jet pack here on the top shelf going right.

Round Six:

After you get the jet pack go to the left to the Warp Door at the bottom left corner. You are now about to enter the Generator Room.

Keep shooting the center of this colorful room. There are five main points to this core. Fly, shoot, fly shoot. You need to explode these five main points. Take them on one by one alternating sides. Concentrate on the center portion of the screen where the five points are. If you need it, there is an extra jet pack just to the right of the five points.

Once you have taken out all the five points, a passage way will be revealed to you!